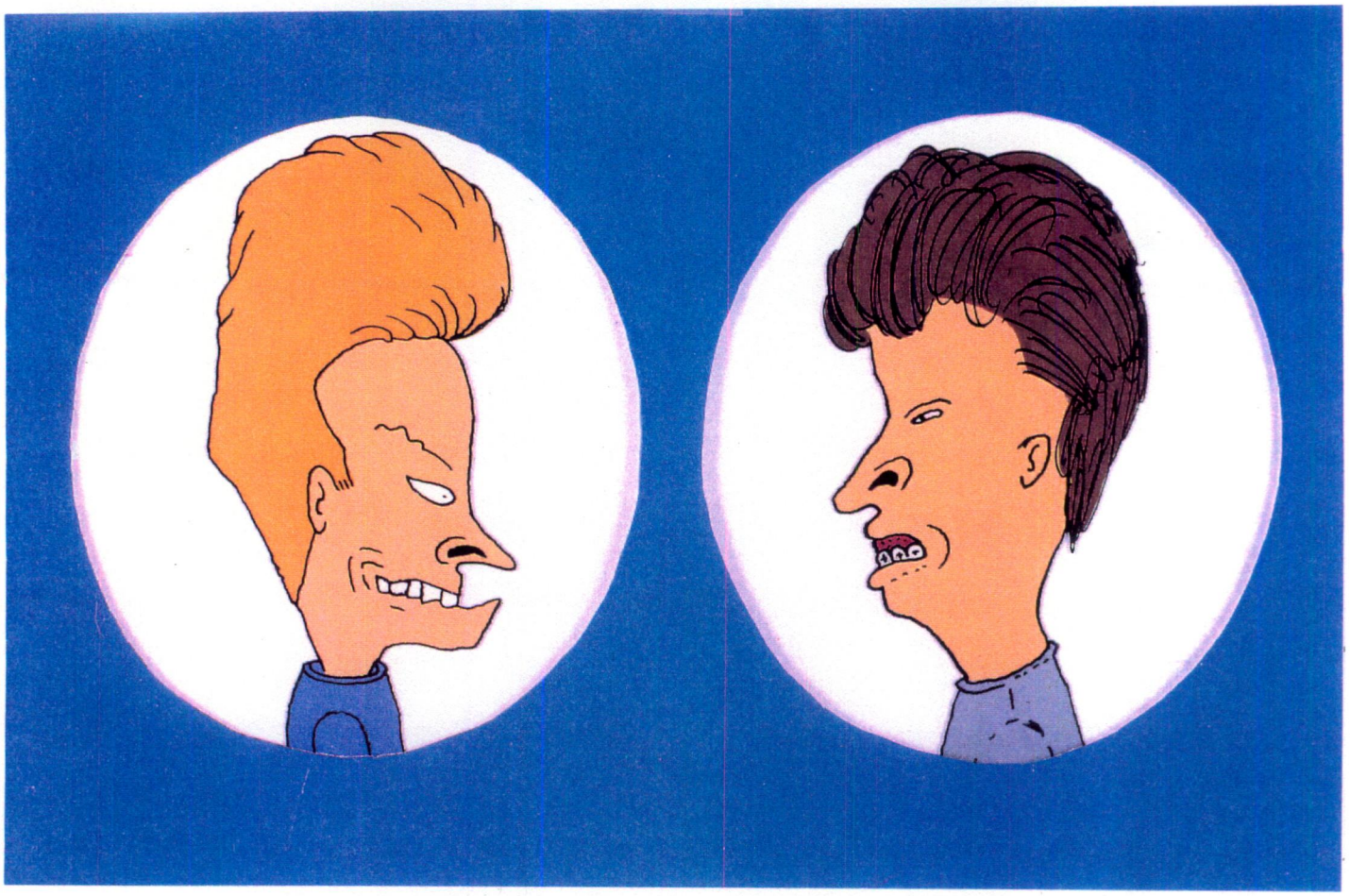

HUH HUH HUH HUH HUH

HUH HUH

HUH HUH HUH

BEAVIS and BUTT-HEAD

coin-op video arcade game

As we listen in on our two fellows....

"Hey Beavis, wouldn't it be cool, like, if we had our own video game"
"Yeah, and like we could break stuff, like break it, break it"
"That would be cool, like, we could get all the babes then"
"Yeah, yeah, babes rule"
"And like that dork Stewart would like, spend all his money on our game"
"Yeah, money, money, money"
"Take it easy, Beavis, don't get your knickers in a bunch"
"Oh yeah, sorry, I don't have a Snickers"
"Knickers, you ass munch"
"Is that like, when the transformers all get together and like, you're the leader and like, you like do..."
"Shut up, Beavis, before I beat the crap out of you again, ... uuh, uuh, what were we talking about?"
"You beating the crap out of me"
"Oh, yeah"
"AAAAH!, ouch, AAAAH!, cut it out, Butt-Head"

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Basic Description of the B&B Game

BEAVIS and BUTT-HEAD is a simultaneous 2 player, competitive /cooperative, action adventure game housed in a modified standard cabinet.

The cabinet will house a 26" standard resolution monitor. There will be a vacuum-formed back lit attract panel displaying our heroes complete with flickering "big idea" lights that will be tied to gameplay. The left player controls BEAVIS and the right player BUTT-HEAD.

We plan to capitalize on the actions and reactions that have made these characters such a big success. Our goal is to emulate the character's personalities in order to bring out the spirit of BEAVIS and BUTT-HEAD. Therefore, our treatments will stay true to the animation style of the MTV program and the audio will also be similar to that on the show with a special emphasis, of course, on crude and gross comments. BEAVIS and BUTT-HEAD have been very good for Viacom/MTV. They have 100 more episodes in the works for next year along with the 65 currently airing. There is a movie in the works and their version of a BEAVIS and BUTT-HEAD home game, all due out around our FGA.

When kids see BEAVIS and BUTT-HEAD on the cabinet they will expect a game that provides destruction and rock and roll. We will be receiving the future scripts of the episodes to maintain an up-to-date feel in the game at product launch. The main waves will put BEAVIS and BUTT-HEAD into a music video setting and the different bonus waves will be based on BEAVIS and BUTT-HEAD's adventures in the many episodes featured on the MTV program. We believe this will reinforce the property and provide a desirable experience with customers. We are shooting for a total game time of approximately 1/2 hour.

Each player has an 8 position joystick and a button to control the movement of their character. The "action" button will cause an appropriate action to occur depending on the particular wave. Examples of actions are to pickup or throw objects, punch, shoot, or jump. There is also a TV remote control located between the players which is used to select among various game waves.

There is a "Cool" and "Suck" button for each player. The buttons will be primarily used in conjunction with a bonus icon. Although they could always do something such as trigger a sound sample. These buttons will be fun to have and use, and add to the marketing of the game.

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Screen Display

The main game playfield incorporates either an axiometric (3/4) or a turn table set that rotates toward you. You whould have a 3rd person view of the playfield on which the player controls the actions of B & B. The bonus waves will have front, rear or axiometric views. At the top of the screen there will be a window with talking heads of B & B that will constantly comment on the players progress through the various stages of the game. These talking heads will also direct comments at each other and to themselves playing in the game. Next to each head is a **"Stiffy-Meter"** which monitors health with score totals displayed beneath. B&B are about 1/4 to 1/3 screen size.

The bonus screens will vary according to the game play, but will have in common the inset of B&B and the **"Stiffy-Meter"** ' s. The **"Stiffy-Meter"** 's would show up as different graphics from time to time. There's the classic truck drivers chrome silhouette babe whose leg moves up and down, the pup tent that starts fully erected, the full cord of wood, a tall large tree that gets chopped down slowly, and of course the pair of shorts that are stuffed.

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Object of the Game

The object of the game is to get as many points as possible by completing all twelve waves and various bonus rounds, thus making it to the end of the game where, 1) they meet Ozzy. How they meet him could be total accident, maybe they run into him at the Kwik Mart or perhaps when BUTT-HEAD touches the TV screen when Black Sabbath is on, B&B will both get sucked in and dance and play on stage with Ozzy (this can be player interactive). Ozzy is their idol, the ultimate icon of metal! "He rules, yeah, yeah" 2) They are in a music video that only has babes, and more babes. The jaw dropper bonus round, like the time they visit the nudist colony, where they just stare because they are incapacitated by their lack of imagination. The babes just run around and scream while avoid being touched by B&B. Or perhaps we'll have both of the endings.

Introduction/ Attract

In attract mode, animation's from the show featuring both B&B and demos of the gameplay will be displayed. When a coin drop occurs loud metal music will startle B & B, in their inset window, from a drooling slumber. Upon waking, B & B will do a headbanger dance. It will be nice to work up some good dialog for the deep voice of the announcer they use on the show.

"share your inner child with Beavis and Butt-Head!"

"let's break a few things, with Beavis and Butt-Head"

" you're about to discover a strange growth in your pants, with Beavis and Butt-Head"

We will have a parody of character statistics, as part of the attract mode. A full size image of our characters, one at a time as the stats pop on, one at a time.

Butt-Head:

Size: Small, He's no Don Johnson.
Weight: Thinks he can kick your ass.
Mobility: Pulling his finger causes emission of gases.
Armament: Can hurl.
Intelligence: (This is when an animated empty thought balloon appears.)

Beavis:

Size: His Magic Johnson disappears in his hand.
Weight: Thinks he kicked Butt-Head's ass once.
Armament: Had a bic, but lost it.
Mobility: Can hold a frog in mouth and stand there.
Intelligence: (This is when an animated empty thought balloon appears.)

These could change from time to time also.

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Video/Wave Selection

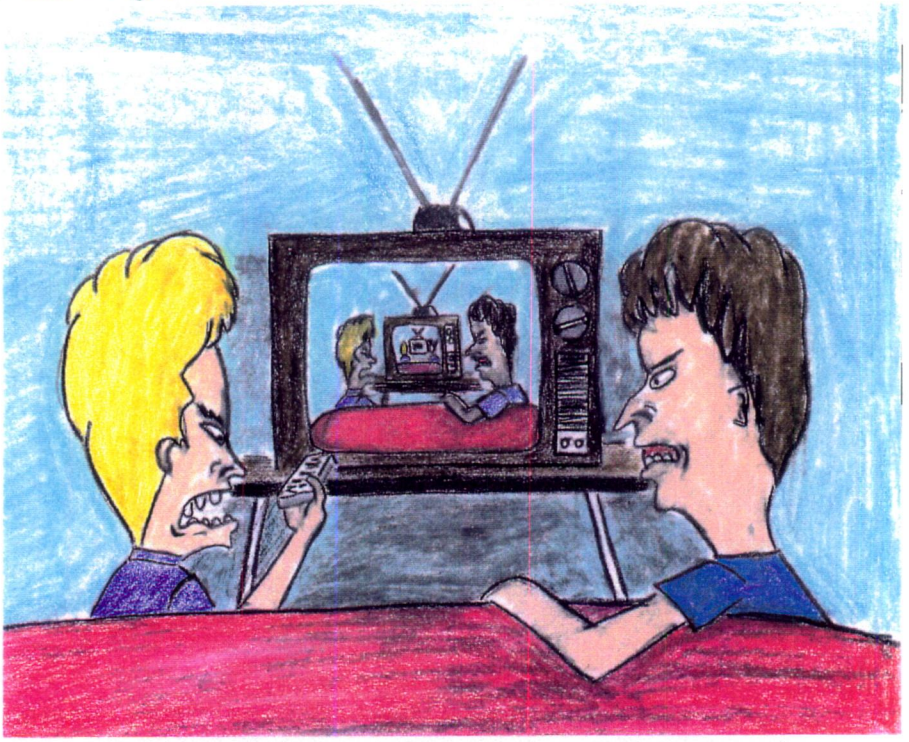
On the screen, B & B are watching some really lame commercial. "What is this crap?" The dialog would prompt the players into changing the channel, "change it Butt-Head!, change it!" "change it or kill me" " you change it, ass-munch". The player(s) would channel surf using the remote control button and see a variety of "channels".

a) Three different MTV *like* music videos, (some of which "suck" and others that are "cool")
b) Two gratuitous commercials thrown in for the hell of it.
c) A "frame" of Playboy channel could flash on " whoa, what was that"

Each of the MTV *like* music videos represent a wave of play. The MTV videos would either be shot and created by us in a parody of the different genres, metal, grunge, disco, rap,etc or they would be animated in the B&B style.

Once the player(s) select a music video, they enter that world and game play begins. B&B would "enter" that world several different ways.

1) They dive into the TV
2) Arm comes out of TV and grabs them
3) TV comes alive and walks toward them
4) The TV grows and covers the video screen



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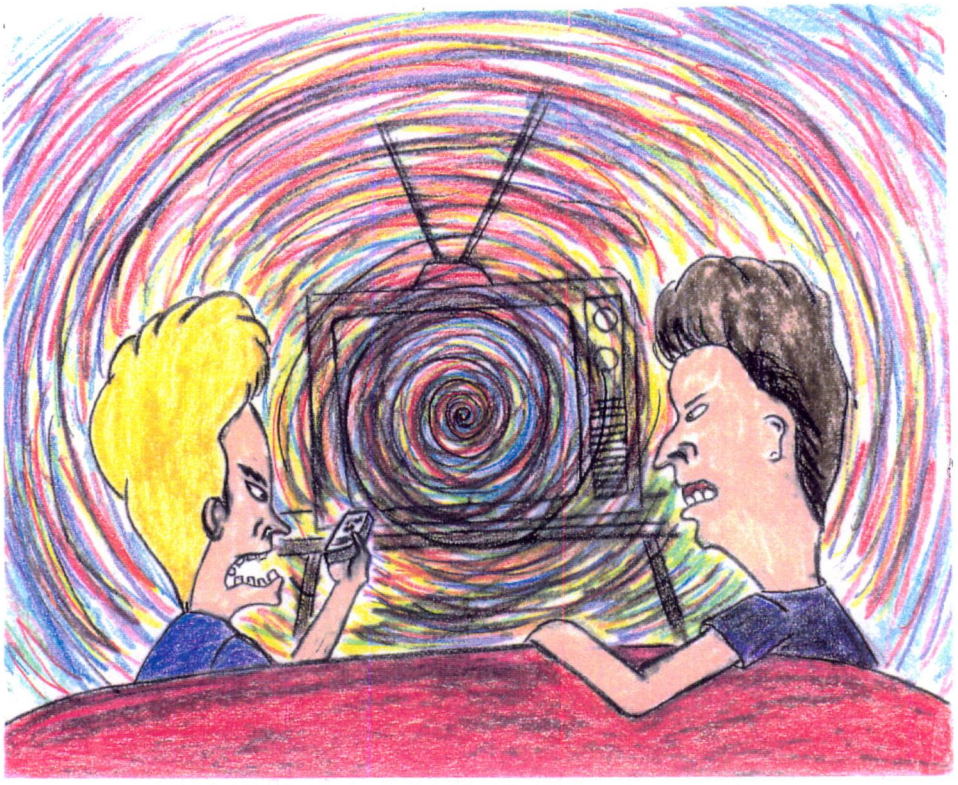

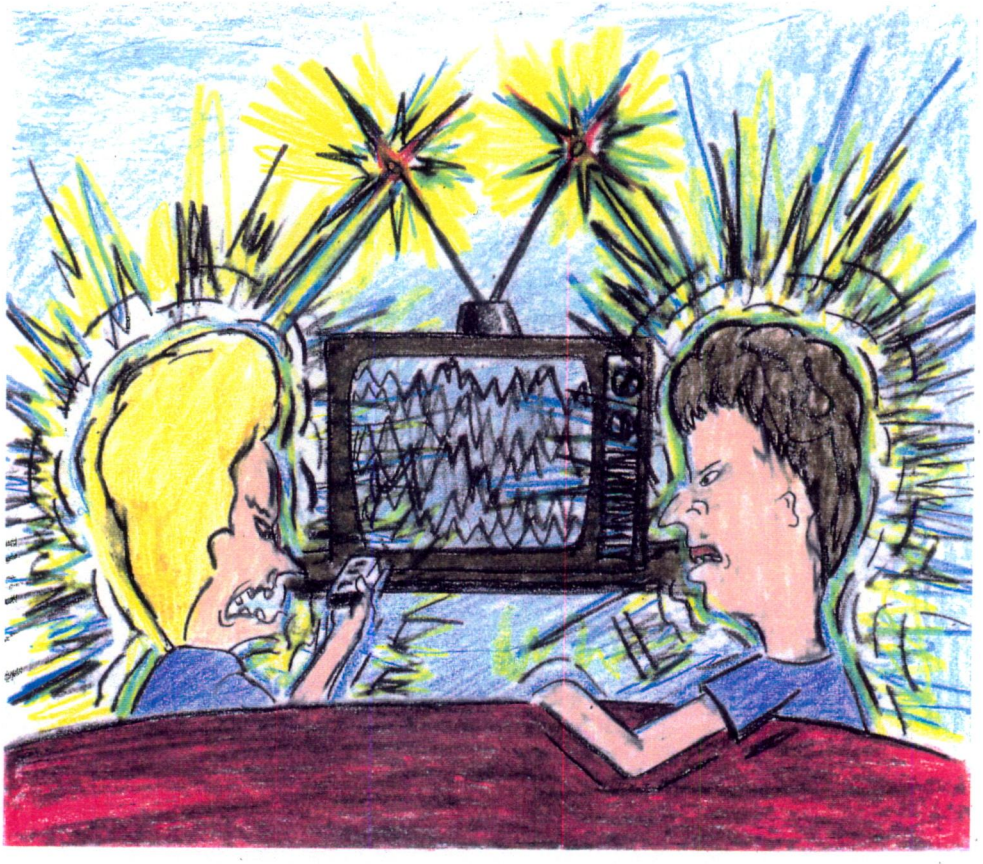

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Upon making a selection, the "idea" lights on top of the cabinets flicker on and off with sound effects and game play begins.

A player(s) that completes a wave, would come back to the scene of B&B watching the TV again except the channel they've just played will now be blanked out by one of the following methods.

1) Test Pattern
2) Snow
3) Pay-per-view (this could be part of a secret wave, extra coinage)

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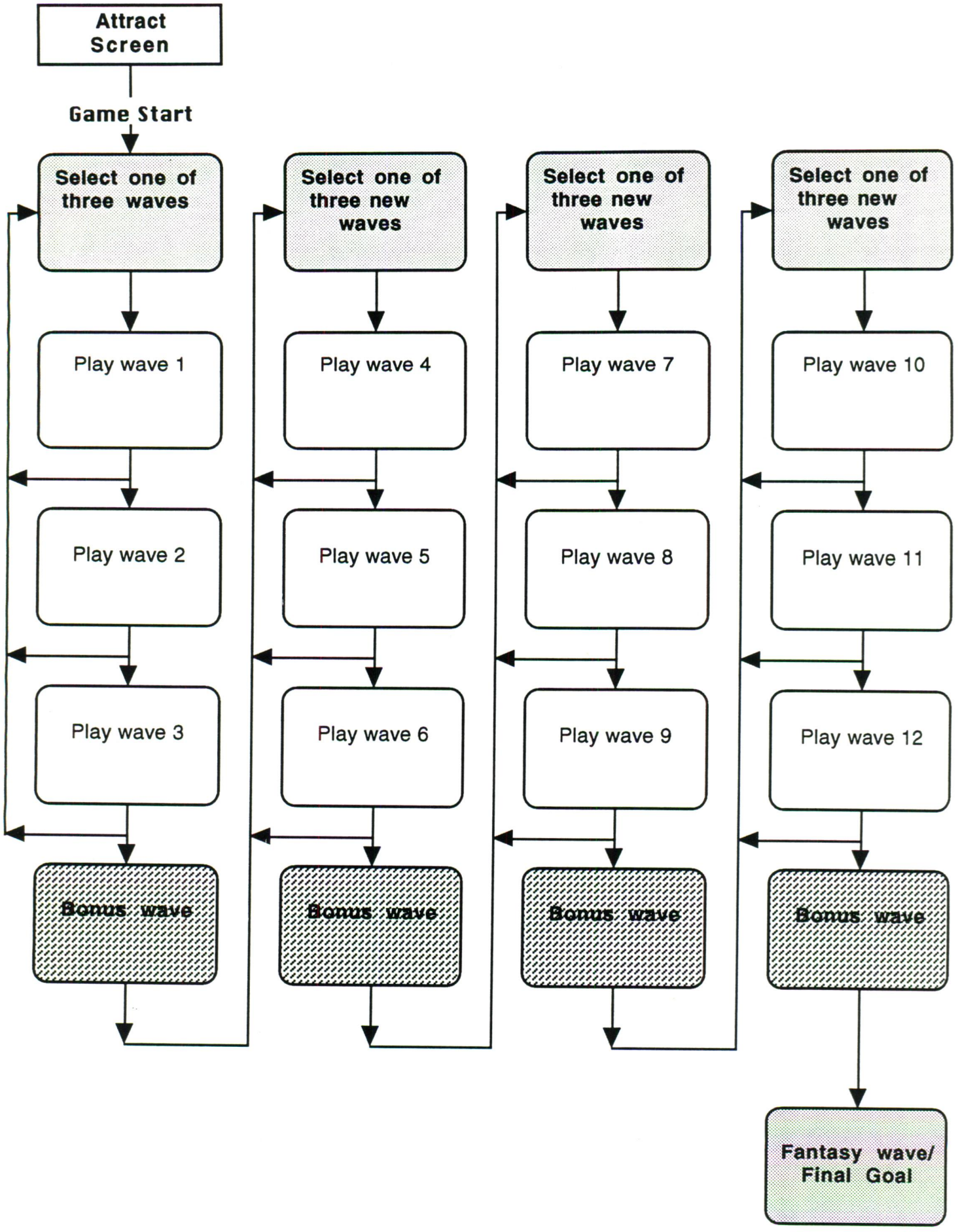
Attract Screen
Game Start
Select one of three waves
Play wave 1
Play wave 2
Play wave 3
Bonus wave
Select one of three new waves
Play wave 4
Play wave 5
Play wave 6
Bonus wave
Select one of three new waves
Play wave 7
Play wave 8
Play wave 9
Bonus wave
Select one of three new waves
Play wave 10
Play wave 11
Play wave 12
Bonus wave
Fantasy wave/ Final Goal

Time to play

BEAVIS and BUTTHEAD's Rock Video Adventure!

Once the players choose a video, Beavis and Butt-Head get sucked into the world of that animated or live music video. In these worlds they must interact (fight) with the characters, musicians and other elements as they arise. The characters they battle will be stereotypical to the genres of music video's seen on the TV show. The music video characters will be handled as a parody. Other characters and things they would encounter ; cops, cars, animals, old people, and characters from the show. Another words B & B are fighting for their lives, battling the forces of Suck and Cool in a Rock Video World gone MAD.

The objective is to make it to the bonus round by fighting characters in the sucky rock world that sucks and to protect the characters in the cool video worlds that are cool. And of course to wreck havoc along the either inadvertently or by picking things up to trash things, such as buildings, break windows, barf on things. As the players progress, their vital statistics will be displayed at the top of the screen on their respective **"Stiffy-Meter"**. They will pick up various items that will aid them both immediately and later in the game. These items could include M-80's, baseball bats with boxing gloves on them, riding lawnmowers, chain -saws, bowling balls, money, "yeah, money money"etc.

Common to all waves are the **Bonus Icons**. You can choose to ignore them or hit the "Cool" or "Suck" buttons. Hitting either button will yield an positive action. Generally, hitting the "Cool" is a safer choice and hitting the "Suck" will help you but at a certain risk level. The **Dream Object** is also common to all waves. This is a character or object that B&B never quite get to experiance, it always appears at the end of the wave. There will be a **Special Move** associated with each wave.

Points are scored by picking up money. There will always be **money** (dollar bills) flying around all the waves, not a lot, and fairly randomly. You can pick this up for points but it will never total much $0.15 - $0.45, each bill that you pick up is only worth a cent or two. The thinking being that in most games the high score can be in the billions, but in the B&B game the high score would average about $0.65.

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1) **Twisted Carnival wave.** In this wave you'll be confronted with mimes that have super hero powers. "these guys are sort of cool for being mimes" They have painted eyes, tight pants, platform shoes, wild big hair and really long tongues. "hey Butt-Head, their tongues are longer than your magic Johnson" "shut up Beavis, I'll kick your ass" The environment is amusement park that B&B inadvertently cause the mimes to turn into in fiery hell. You have to kick their asses by stepping on their long slidering tongues. Meanwhile they are shooting at you. B&B can jump to avoid being hit. "Gwar would kick these guy's asses"

characters plus B&B

1) mime with star eyes, long tongue and laser eyes
2) mime with dark eyes, long tongue guitar that shoots
3) overweight strongman and spits fire
4) bearded woman
5) freaks with two heads
6) freaks with one eye

Environment: amusment park

B&B Weapons: large cartoon mallet

Immediate task: to stomp on as many tongues as possible and avoid getting killed by the various mimes

Dream Object: door with peep hole, behind which you almost glimpse the rubberband lady getting ready to do a strange contortion move when the floor gives away

Action button: swing mallet

Special Moves: jack hammer action for mallet

Bonus icon: Platform shoes

◊

Cool button: the shoes come alive and help you stomp

◊

Suck button: a randomly bouncing fat bearded lady appears, you need to avoid her bouncing on you as she bounces on the other characters

Fashion accessory: twisted ballon hat

Sample dialog: "hey Butt-Head, their tongues are longer than your magic Johnson" "shut up Beavis, I'll kick your ass"

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2) **Techno wave.** In this wave you'll have characters coming at you dancing, DJ's throwing records and bouncers trying to get you. B&B have headbanger moves to knock their way through the crowd. The environment will have a large industrial nite club feel to it, lots of disco lites, smoke.

characters plus B&B

1) Short guy with eraserhead hair and headband
2) Fashion babes dancing
3) Guys in day-gos dancing
4) Drummer with neon sticks
5) bouncers
6) DJ's throwing records

Environment:	large industrial nite club, disco, smoke, mirror balls
B&B Weapons:	headbanger dance
Immediate task:	to headbang your way through the crowd and avoid bouncers and records being thrown
Dream Object:	babe walking towards ladies room, last second turns out to be a transformer aaaaahhhhh!
Action button:	trigger dance power
Special Moves:	a mega fart that clears the immediate vincnity of dance floor
Bonus icon: ◊	exquisite sequin jacket
Cool button: ◊	use to put on exquisite sequin jacket and do some cool 90's moves quick, grabbing your own crotch.
Suck button:	it turns into a white suit and you do 70's dance, ala Travolta. You feel stupid but take out a few in the process
Fashion accessory:	just normal
Sample dialog:	"These guys like, live on the edge" " Yeah the edge of wuss cliff" " yeah, yeah, let's kick their asses"

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3) **Paddle Party wave.** In this wave you'll be confronted with a mime in a top hat. He has angry hungry snakes crawling over him trying to strike out at B&B. "hey, Beavis that snake tired to cop a feel" "snakes suck" "yeah, they suck rats" You have paddle ball the characters. The environment is a dungeon/castle with guillotines, hangmen, etc.

characters plus B&B

1) A old guy with black hair, top hat, makeup and snake
2) bondage guy in mask, whips
3) Bondage woman from show
4) Gorilla guy from show
5) snakes

Environment:	dungeon/castle with guillotines, hangmen, torture racks
B&B Weapons:	paddle with ball
Immediate task:	use ball to hit other characters avoid snakes, whips
Dream Object:	Heather Locklear tied up as you get near the wall flips around and it's Doria
Action button:	paddles the ball
Special Moves:	swing the paddle around with ball
Bonus icon: ◊	hand cuffs
Cool button: ◊	it will allow you to cuff other characters and make them submissive
Suck button:	you get leashed to a character and get lead around on all fours, the other characters can't hurt you then(this S+M woman from the show
Fashion accessory:	a cute little leather outfit
Sample dialog:	"hey, Beavis that snake tired to cop a feel" "snakes suck" "yeah, they suck rats"

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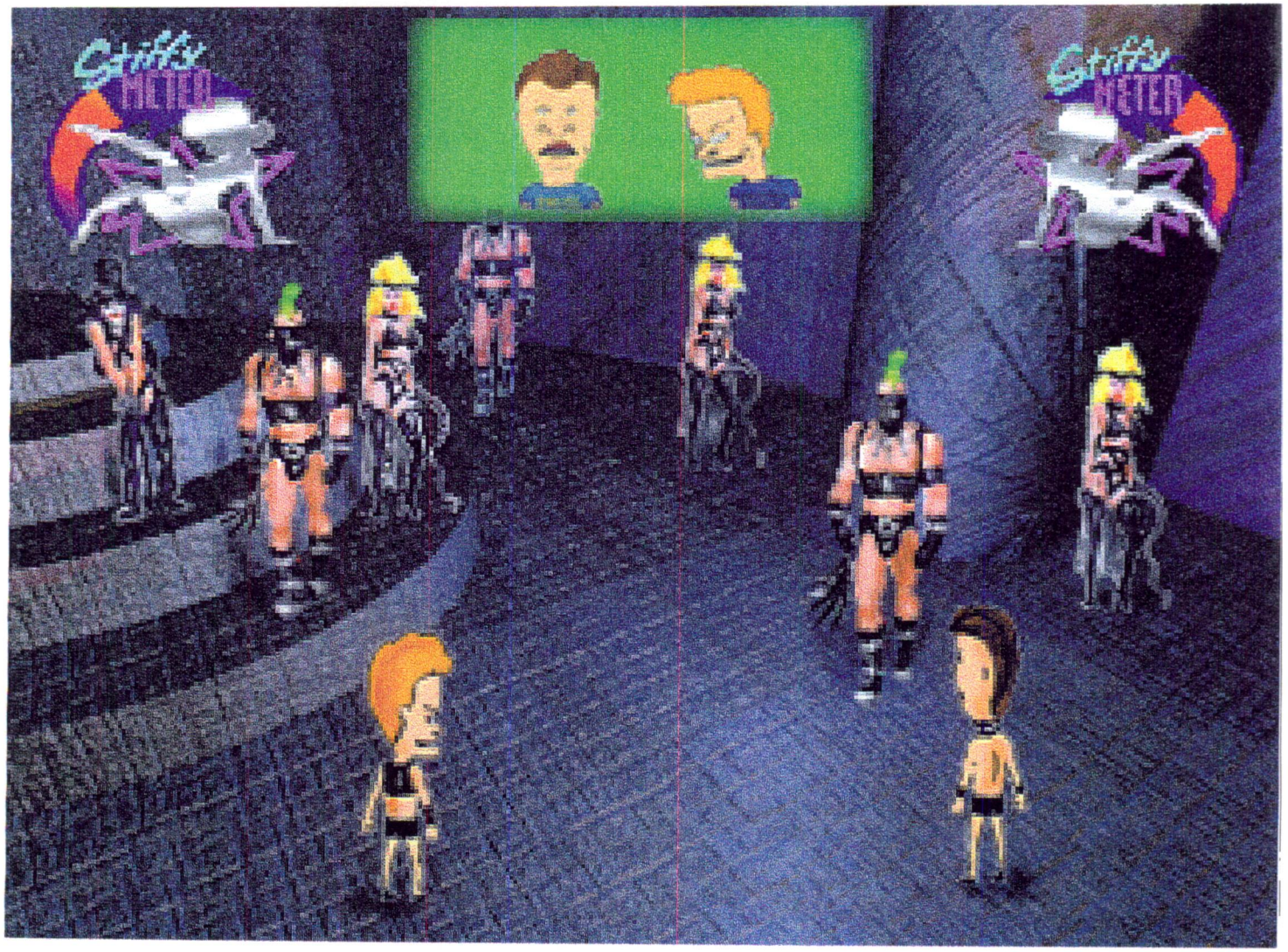

Paddle Party

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4) **Street Zombie wave.** A billionaire, pedophile, moonwalkin backward rock star like character and a few zombies are in B&B's way. " hey Beavis, check it out, that dude's playing with himself" " yeah, he's playing with himself, he's choking his chicken" B&B will squat to trip up these evil characters. The moon walker will morph into a teddy bear, if you stay on all fours too long, and bite the crap out of you and toss you into the screen.

characters plus B&B

1) Guy with makeup, shiny jacket can morph into teddybear
2) Zombie guy
3) Zombie girl
4) Mummy
Special Appearance: Elizabeth Taylor

Environment:	dark street, manhole covers, steam
B&B Weapons:	squat with foot stuck out
Immediate task:	trip up these evil characters.
Dream Object:	Liz in her Cleopatra phase is walking away at the end of the wave and turns toward you and Scoobi Doo's her face off at the last moment, reveling MJ's face aaaahhhh!
Action button:	squat
Special Moves:	break dance move that wipes out a large number
Bonus icon: ◊	sequined glove
Cool button: ◊	moon dance walk, lites up tiles on street which explodes zombies that are on those areas
Suck button:	to trigger a stampede of little children.
Fashion accessory:	shorts are slightly longer
Sample dialog:	" hey Beavis, check it out, that dude's playing with himself" " yeah, he's playing with himself, he's choking his chicken"

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5) **Pop Diva wave.** " hey Beavis, lets go see Madonna" There are these wannabe characters. Each will have their own dance, weapons. B&B will each have on these incredibly long pointy bras on, that they will use to knock over the characters, action button extends the bras. "hey Butt-Head, are you a transformer, or something ?" "shut up, fart knocker, before I kick your worthless ass"

characters plus B&B

1) Madonna wannabe's, throwing stars
2) Marilyn Monroe wannabe's, throwing bridal bouquets
3) male dancers
4) bouncers

Environment: sound stage, dressing room

B&B Weapons: incredibly long pointy bras

Immediate task: knock over the characters

Dream Object: Madonna in the dressing room chained to bed you try to take a picture and the camera explodes

Action button: extend the bras

Special Moves: moon, makes the characters faint

Bonus Icon: camera with flash

◊

Cool button: use to flash, and temporary blind characters

◊

Suck button: Shawn comes out swinging after you and takes out a few characters on the way.

Fashion accessory: pointy bras

Sample dialog: "hey Butt-Head, are you a transformer, or something ?" "shut up, fart knocker, before I kick your worthless ass"

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6) **Psychedelic wave.** " Hey Butt-Head I heard there's gonna be a chopper with babes at the Hippie Fest" "We're there dude" These old, fat rockers are coming in waves. B&B throw mushrooms, while B&B avoid being stepped on. When B&B "hit" a rocker ,their outlines are filled in with psychedelic colors and you hear sitar music. They then get a little smaller. The scene is yellow brick road, poppy fields. "these guys are old *and* fat" " yeah, and they suck"

characters plus B&B

1) Aging gray haired. be specked deadhead
2) Freak Brother, thick glasses, acne, bell bottom jeans
3) Freak Sister, round glasses, acne, tube top
4) caterpillar on giant mushroom smoking
5) A character that just does interpretive dancing
   frizzy hair, day-go T, black tights.

Environment:	yellow brick road, poppy fields
B&B Weapons:	mushrooms
Immediate task:	throw mushrooms to make characters smaller and smaller, while you avoid being stepped on
Dream Object:	helecopter full of babes, you just barely grab hold of the landing struts as the helecopter takes off and you get dumped back on the couch
Action button:	throw
Special Moves:	you get really big, and the characters can't bother you
Bonus Icon: ◊	peace symbol
Cool button: ◊	Van Driessen comes out a puts everybody to sleep by talking
Suck button:	puts a nice Brooks Bros suit on you which protects you from the heads for a time.
Fashion accessory:	tie dyed T-shirt
Sample dialog:	"these guys are old *and* fat" " yeah, and they suck"

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7) **Rap wave.** These low rider cars are bouncing in the street. Groups of rappers on the sidewalks, kids by walls. You have to clear the area and tag the walls and avoid getting hit by the cars. "cool". " here comes another one, ahhh, ahhh" "get em, get em, Butt-Head, get em" "I'm cool, but I can't change the world"

characters plus B&B

1) young rapper , sport team jacket, pants, really oversized and on backwards.
2) low rider cars with blacked out windows
3) clusters of young kids
4) rappers on the side walks

Environment:	urban, Long Beach, Compton
B&B Weapons:	spray paint for tagging walls
Immediate task:	to clear the groups of young people that are clustered around empty walls so you can tag it
Dream Object:	house party that you can see silhouettes of big butted women dancing but you can't get in
Action button:	spray
Special Moves:	morph into a biting dog to clear crowds
Bonus Icon: ◊	gold chain
Cool button: ◊	cool rap dance
Suck button:	it's hammer time dance, complete with shiney baggy pants
Fashion accessory:	stocking cap
Sample dialog:	" here comes another one, ahhh, ahhh" "get em, get em, Butt-Head, get em" "I'm cool, but I can't change the world"

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8) **Music Video Girls wave.** The girls and their guitars, whoa, they are stroking their guitars and buzzy electric beams shoot out. " Come to Butt-Head" Beavis and Butt-Head throw buckets of water , the water fries the guitars and the girls run away. "I made her all wet, huh huh huh". The environment is surreal studio setting with backdrops everywhere of red skies, water falls, plain.

character plus B&B	1) girls in tight short black dress, black stockings, white makeup, pouty red lips, more swaying with the music than really playing the guitar.
Environment:	surreal studio setting with backdrops everywhere of red skies, water falls, plain
B&B Weapons:	buckets of water, (super soaker)
Immediate task:	throw buckets of water/ shoot water, fries the guitars and part of outfit and girls run away.
Dream Object:	nacho stand, that explodes into flames right when you walk up to it
Action button:	throw/squirt water
Special Moves:	barfing power
Bonus Icon: ◊	fire hydrant
Cool button: ◊	sprays out toward girls
Suck button:	you get sprayed up in the air, but water sprays toward the girls a little
Fashion accessory:	normal
Sample dialog:	"I made her all wet, huh huh ".

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9) **Country wave.** B&B are in Hee Haw land.... silence ...."What is this crap?" It is Sadie Hawkins Day, and the country babes want you, "ahhhh!". You pick up cow pies and throw them at the characters

characters plus B&B

1) cows that are crapping
2) Tex Avery big ugly country girls
3) Ellie May wants to kiss you
4) cowboys in tight jeans, hats

Environment: country barn dance

B&B Weapons: cow pies

Immediate task: repeal ugly girls by heaving cow pies at them

Dream Object: Daisy Mae riding a mechanical bull, that you want to ride with her, you get thrown off and land back on the couch

Action button: throw

Special Moves: you have a lasso to tie up the dancing couples

Bonus Icon: a large cartoon horse shoe

◊

Cool button: use horse shoe to ring a couple

◊

Suck button: triggers a quick stampede of long horns

Fashion accessory: 50 gallon hat

Sample dialog: "squeal like a donkey" "What is this crap?"

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10) **Annoying Music wave.** There are keyboard weapon toting guys and there are Minilli Vinilli guys. B&B have to chop their way through the wave with chainsaws. The chainsaws, once started, vibrate our heroes almost out of control and they not only chop keyboards, but trees and power poles causing mayhem. Once you saw a keyboard the character runs away. The Minilli Vinilli guys turn into cardboard cutouts when you do special move, which allows you to chop them up. "what is this crap?" "suck doesn't even begin to describe this crap" "yeah, it sucks"

characters plus B&B

1)Balding dude with big round glasses, wild shirts.
2) A rahsta dude with dark glasses
3) Another rahsta dude with dark glasses
4) Special appearance, Liberace

Environment:	recording studio, lots of fake facades
B&B Weapons:	chainsaws
Immediate task:	chop the annoying little keyboards in half, turn M&V into cardboard cut outs so you can chop them.
Dream Object:	dressing room full of babes, that turn out to be all cardboard cut outs
Action button:	starts the chainsaw
Special Moves:	put on ear muffs and turns M&V into card board cut outs
Bonus Icon:	microphone
◊	
Cool button:	you start screaming and scare the characters
◊	
Suck button:	you croon like Frank Sinatra even though you don't have a clue who Frank Sinatra is, the characters are mesmerized
Fashion accessory:	normal
Sample dialog:	"what is this crap?" "suck doesn't even begin to describe this crap" "yeah, it sucks"

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11) **Grunge wave.** B&B are driving a riding lawn mower around town listening to grunge, "yeah!, yeah!". They are running over bushes and flowers. Then the distractions start, the singers, here, there, everywhere. You have to get rid of them to enjoy the music.

characters plus B&B
1) hillbilly singer
2) opera singer
3) folk singer
4) crooner
5) Gorilla Guy, doesn't sing but you get to punch him

Environment: city streets

B&B Weapons: boxing glove

Immediate task: get rid of noise makers

Dream Object: Tod, he runs over you

Action button: punch

Special Moves: extends arm

Bonus Icon: frog
◊

Cool button: spatters over characters
◊

Suck button: you kiss frog and it turns into prince charming who rides with you and helps you punch

Fashion accessory: backward baseball cap

Sample dialog: "everybody in Seattle's cool"

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12) **Metal Mayhem wave.** B&B have to scare and crawl their way through a hostile concert crowd in order to get to the stage dive (bonus round). There are cops, bouncers, headbangers.

characters plus B&B

1) Cops, rent-a-cop
2) Bouncers, big fat
3) Headbangers, long hair, tattoos
4) Skinheads, scars
5) Babes, big thingies

Environment: hostile concert crowd, (black and white image, B&B in color)

B&B Weapons: M-80's

Immediate task: to scare people away

Dream Object: stage dive

Action button: throw

Special Moves: crawling

Bonus Icon: chili peppers

◊

Cool button: you can do a powerful trash dance

◊

Suck button: you have this fire/smoke breath

Fashion accessory: leather jacket

Sample dialog: "they rule, yeah, rule!"

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13) **A woman who use to be married to a dork, and has a tattoo on her butt wave.** The Dork is trying to get to our Babe and suffocate her creativity. Our heroes kick the Dork in the crotch, upon which he screams and runs away. "Kick em , Kick em , yeah, yeah" " kick em in the nads" "hey! that one had a nad bag"

characters plus B&B

1) Women with long straight black hair, sheer black outfit
2) Gypsies, guys with bandanna's, eye patches
3) Tramps, guys with torn old cloths
4) Thieves, guys with black cloths, masks
5) Dorks with shag, bushy mustache, open shirt, peace necklace.

Environment:	palm springs golf course
B&B Weapons:	kicking
Immediate task:	kick the Dork in the crotch
Dream Object:	Cher, you are just about to touch her when your VR visor craps out
Action button:	kicking
Special Moves:	head butt
Bonus Icon:	protective cup
◊ Cool button:	use to pick up power to cause the gypsies, tramps, and thievies to surround our babe to protect her from the dork for a time. Otherwise they are just wandering around.
◊ Suck button:	the gypsies, tramps, and thievies start kicking randomly
Fashion accessory:	paisley shirt
Sample dialog:	"Kick em , Kick em , yeah, yeah" " kick em in the nads" " hey! that one had a nad bag"

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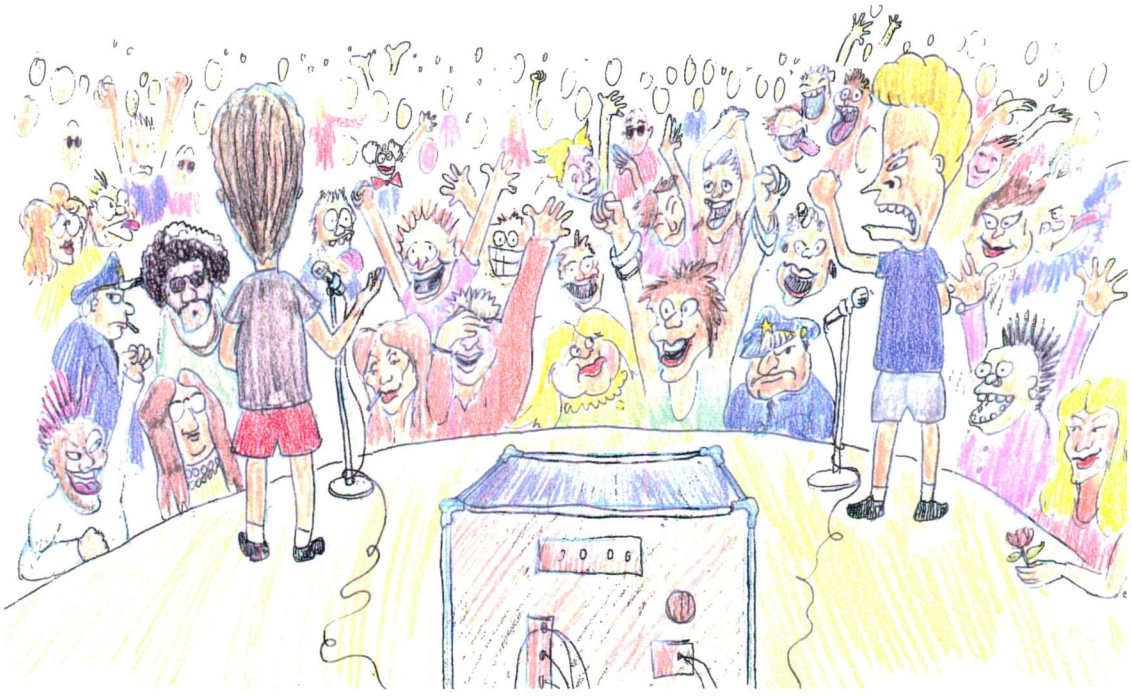
BONUS ROUNDS

There are four basic types of bonus games. The four categories are shooting, fighting, grabbing and throwing, and timing and selection. We are starting to receive next season's storyboards and hopefully can come up with a few more bonus wave ideas. There will only be a total of five or six bonus waves.

Timing and selection game:

a) B & B are on a rock and roll stage facing an audience of screaming fans comprised of guys, gorillas, and of course, babes. The player's objective is to stage dive onto a babe, while avoiding landing on a cop or gorilla, in which case they get tossed out and have to come back on stage the back way to dive again. If they successfully land on a babe they are passed overhead, by the audience, back to the stage where they do a headbanger dance and dive again. The perspective is from the back of the stage looking down. "she rocks! she wants me" "come to Butt-Head"



Shooting game:

a) The characters visit Bob's gun range. The player(s) control their characters to shoot at cars, buses, planes, birds, frogs, rats, blimps, toasters, watermelons, and other cool stuff. The player(s) would get more points for cool stuff as opposed to, let's say shooting a skeet. The perspective would be first person removed. "guns are cool" "this is over my head" yeah and it's under my butt"

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Grab and throw game:

a) B & B visit a Laundromat and "wash the dog, wash the dog". This is an embellishment of the episode by having dogs, cats, lizards, and frogs running around the place. The objective is to grab the animals and throw them into the washers. If the player gets several animals into the washers in a row, their character can jump into the washer for a second and come out with "barf power", which they can hurl on the other character. This is a frontal view of inside the laundromat with a roll of washers in the background.

Fighting game:

a) This will be a parody of typical fighting games. The background will contain various characters from the show, Mr. Anderson, Doria, the hippie teacher, the coach, the gorilla guy, etc. Beavis and Butt-Head will slug it out and will have "special" power move capabilities such as the fart, barf, mooner and the snot blower. The fighting will be accompanied by commentary from the background characters, "we all face death sooner or later", "today, we'll share our inner child." "men have feelings too"

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More Bonus Wave Idea's

These "events" could also be used as bonus rounds for the BEAVIS & BUTTHEAD Rock Video Adventure treatment.

1. **Loogi Toss**

This needs to be thought out a little better. Players tap alternately on buttons to make B & B run. When they get to the line spit arc and velocity are based on approaching speed.

2. **Frog Baseball**

Frogs are flying toward the characters and they must be batted as far away as possible. A batting cage with frogs instead of baseballs.

3. **Lawn and Chain**

B & B are chopping down a large tree, BEAVIS on one side and BUTT-HEAD on the other side. Who ever chops the fastest causes the tree to crash into the house on their side first therefore winning.

4. **Yogurt Shop.**

B & B are heaving yogurt at the store manager, the windows, the walls, trying to coat the entire place with yogurt.

5. **Riding Lawn Mower**

B & B are on their mowers trying to mow over as much stuff as possible, more points for cool stuff like flowers, frogs.

6. **Sperm Bank?**

Players jiggle the joystick as fast as possible...

The game ends when:

1) the player 's "health" on the Stiffy Meter hits zero. As the player's "Stiffy-meter" falls to zero, their talking head directs "sucky" comments to them, then at termination, falls asleep and drools. 2) they complete a wave consisting of a Video Rock Adventure and a bonus round. The successful player(s) get their ultimate fantasy, when they complete all of the Video Rock Adventures and bonus rounds. That fantasy is 1) to be on stage with Black Sabbath, da da.. da da da.. da da da da da... 2) to be in a music video with only big, beautiful, babes.

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Hardware

To achieve our desired affect of making the game feel like the property we are exploring two very capable hardware options.

- Our own proprietary CD-ROM hardware based on the **3DO** chipset. This is a much enhanced presentation of the chipset. The ARM processor will be running at twice consumer speed, it will also have more RAM and more ROM than the consumer version. In addition, we will add the C-Cubed CL450 MPEG decompression chip.

- Our own proprietary 2D growth/rotate **POLKA** hardware. This hardware is based on a hardware family that has been growing over the years at Atari and is now being enhanced by our own 70,000 gate custom ASIC.

3DO hardware is appealing because of it's Full Motion Video capabilities. It will allow us to pull video clips directly from the CD-ROM. The pseudo-3D, texture mapping ability will enable us to maintain the look of the cartoon in the game. As far as audio is concerned 3DO is very capable. With it we get CD quality audio streaming off disc, plus sounds in RAM. Synthetic instruments may also be made in the Digital Signal Processor.

POLKA is appealing because it is more cost effective. We believe it too is capable of meeting the needs of the game. We will use our own custom CAGE audio which is a brand new technology at Atari. It uses high quality digitally sampled sounds and an on-board digital signal processor capable of simultaneously providing 20 pitched instruments.

Both of these hardware platforms will allow us to market this game at competitive rates in the $2500 to $3500 price range.

Program and Development Environment

Programming will be written in "C" using Atari's proprietary development systems. The team will also have access to the company's video lab's production and post-production equipment, Macs, SGI's running the latest versions of major 3D animation software and PC-based art tools.

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Development Team

Wayne Fielding	Producer
Dave Akers	Programmer
Cris Ferreira	2nd Programmer
Richard Marriott	Audio
Pete Tsacle	Animation
Kris Moser	Animation
TBD	3rd Animator
David Macias	Product Manager
TBD (Mike Hally, M.S.P. , Fred Miller consulting)	Game Designer

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Proposed Schedule

12/16/93	**Initiation**
1/15/94	Decide on hardware, look of the game, i.e.: 3D models or cell look for rest of the characters. Start working out audio details. Summit details to MTV.
2/15/94	**First Review** Goal: Get B&B and a few other characters up and walking on the scrolling texture mapped backgrounds. MTV will receive tape.
3/15/94	Goal: Have about a fifth of the characters, very basic game play. One basic bonus wave. More tape for MTV.
4/15/94	**Second Review** Goal: Collision Detection and basic game play. MPEG video segments incorporated. More tapes.
5/15/94	Goal: One more bonus wave and half of the waves in primitive form up. More tapes.
6/15/94	**Focus** Goal: First prototype cabinet up. MTV will receive theirs. At least a few waves of game play. Some attract and between wave animated transitions.
7/15/94	Goal: 70% of waves and all bonus waves. MTV receives bi-weekly board updates.
8/15/94	**Field-test** Goal: 3-6 cabinets up. 80% of the waves in basic game play implemented. Coin routines and 1st pass at tuning.
8/15/94	**Pre-Production Review**
9/1/94	Final tuning
9/31/94	**FGA** (Final Goods Assembly) Game goes into production.

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BEAVIS and BUTT-HEAD MUSIC BUDGET

Item	Hr Rate	Hrs.	Total
Studio	$70.00	80	$5,600.00
Musicians*	$64.00	80	$5,120.00
Vocalists*	$64.00	15	$960.00
Tape Stock			$500.00
Misc/ Cartage			$500.00
		Grand Total	$12,680.00

* Union Scale is $192.00 for first 3 hours

This budget reflects the music needed for the 12 waves plus 6 bonus rounds and incidental music.

Beavis and Butt-Head Animation Estimate for one wave

Up Front	dirs	cycles per dir	Cycles	days per dir	Sub Total
Beavis	8	8	64	1	17
Butt-Head	8	8	64	1	17
				Sub Grand	34
Per Wave					
B&B revisions					4
character1	4	6	32	1	9
character2	4	6	32	1	9
character3	4	6	32	1	9
character4	4	6	32	1	9
character5	4	6	32	1	9
money					1
bonus icon					1
dream object					2
cool button					1
suck button					1
enviroment:					15
				Grand	70 >Per Wave

total waves	per	GRAND
12	67	804

Jan 15-Sept 15: 240 days or 32 weeks or 160 work days

We will need 5 to 6 animators

Bonus waves:	5 bonus
Total per	20
Grand	100

Development Equipment for B&B

		unit	quantity		model
Akers:	Quadra 840/16/1gig/CD			$4,474	M1838/LL/A
	17" monitor			$1,000	sony cpd 1640
	16 megs ram	$35	16	$560	
	Syquest			$640	88RW/44
	ntsc monitor			$400	rca colortrak
	Transceiver			$79	M0329LL/B
	keybd			$160	M0312
	3DO dev			$8,000	
	SUB TOTAL			$15,313	
Marriott:	Quadra 800/8/230			$2,219	M1287LL/A
	13" monitor			$262	apple
	keybd			$68	M0487LL/A
	Transceiver			$79	M0329LL/B
	CD rom			$262	B0997LL/A
	16 megs ram	$35	16	$560	
	1 gig HD ex			$969	Toshiba
	3DO dev			$0	
	SampleCell II			$1,197	
	16 megs ram	$35	16	$560	
	Sound ToolsII			$2,447	
	SUB TOTAL			$8,361	
Fielding:	Duo 270c/12/240HD/modem			$3,045	M2124LL/A
	Transceiver			$79	M0329LL/B
	Syquest			$640	88RW/44
	keybd			$160	M0312
	Duo minidoc			$368	M4181/A
	EX Batt			$68	M1835LL/A
	AC adap			$52	M4174LL/A
	Batt Charger			$95	M4178LL/B
	8 megs ram	$35	8	$280	
	SUB TOTAL			$4,787	
Tsacle:					
	SUB TOTAL			$0	
Moser:	Quadra 840/16/1gig/CD			$4,474	M1838/LL/A
	17" monitor			$1,000	sony cpd1640
	Transceiver			$79	M0329LL/B
	Syquest			$640	88RW/44
	keybd			$160	M0312
	Form Z			$300	
	SUB TOTAL			$6,653	

B&B equip

Cris Ferreira:	keybd			$160	M0312
	Quadra 840/16/230/CD			$4,474	M1838/LL/A
	16 megs ram	$35	16	$560	
	Syquest			$640	88RW/44
	Transceiver			$79	M0329LL/B
	ntsc monitor			$400	rca colortrack
	17" monitor			$1,000	sony cpd1640
	3DO dev			$8,000	
	SUB TOTAL			$15,313	

General:	CD rom recorder Sony	$1,600
	SUB TOTAL	$1,600

Soft Ware:	PhotoShop	$550	2	$1,100
	DeBab			$187
	Think C			$200
	Excell			$300
	Word			$300
	Paint			$100
	SUB TOTAL			$1,987

Grand Total	$47,361

MPEG encoding station/950 Quadra $30,000
If needed???

BEAVIS and BUTT-HEAD 3DO

			Upright		Kit
Item	Unit Cost	Qty	Total	Qty	Total
Game Electronics			**542.30**		**542.30**
3DO Chip Set	94.00	1	94.00	1	94.00
DRAM 1mb (32 bit SIP)	40.00	4	160.00	4	160.00
VRAM 1mb	70.00	1	70.00	1	70.00
I/O	5.82	1	5.82	1	5.82
Video	3.04	1	3.04	1	3.04
ARM (610 CPU)	44.97	1	44.97	1	44.97
Audio	9.47	1	9.47	1	9.47
Cabling	4.00	1	4.00	1	4.00
Misc. Caps	10.00	1	10.00	1	10.00
CD Drive	100.00	1	100.00	1	100.00
CD ROM	1.00	1	1.00	1	1.00
PC Board	40.00	1	40.00	1	40.00
EPROMS & ROMS			**80.60**		**80.60**
Motion Object 4 meg EPROM	9.75	8	78.00	8	78.00
Program 27010 EPROM	2.60	1	2.60	1	2.60
Electrical Sub-Assembly			**416.93**		**0.00**
Power Supply	40.92	1	40.92	0	0.00
Main Harness W/ Ferrite Bead	26.28	1	26.28	0	0.00
Pwr, Video, Display Harness	19.24	1	19.24	0	0.00
25" Color Monitor	318.00	1	318.00	0	0.00
Test Switch Bracket	3.12	1	3.12	0	0.00
on/off switch&power cord	9.37	1	9.37	0	0.00
Cabinet			**425.52**		**7.63**
Cabinet, & vendor kit - see detail	202.08	1	202.08	0	
Coin Mechs	53.89	1	53.89		
Side Panel Decals, incl in cabinet	2.94	1	2.94	1	2.94
Formed 3D Attract Piece	80.00	1	80.00		
Fluo and two attract Lights	35.00	1	35.00		
Speaker Panel	11.24	1	11.24		
Upper & lower retainers	7.25	1	7.25		
Display Shield	6.56	1	6.56		
Attract Shield	2.95	1	2.95		
Glass Retainer	4.00	1	4.00		
Black bezel	4.69	1	4.69	1	4.69
8"subwoofer & grill	14.92	1	14.92	0	0.00
CD shock mount	20.00	1	20.00	1	20.00
Control Panel Assembly			**56.10**		**34.13**
Control Panel	14.10	1	14.10	0	0.00
Control Panel Decal	4.00	1	4.00	1	4.00
Control Harness	15.00	1	15.00	0	0.00
Control Panel Cover	7.13	0	0.00	1	7.13
Various Mounting Hardware	2.50	1	2.50	1	2.50
Joy Stick/Buttons	7.25	2	14.50	2	14.50
Buttons (snap action)	1.50	4	6.00	4	6.00
Other			**37.03**		**22.99**
Shipping container	25.04	1	25.04	0	0.00
Shipping Container	11.00	0	0.00	1	11.00
Manuals & Labels	6.00	1	6.00	1	6.00
Reserve for missing parts	5.99	1	5.99	1	5.99
Hardware	10.00	1	10.00	0	0.00
Total Material Cost			**1558.48**		**687.65**

Labor and Overhead			**625.12**		**298.69**
	$/Hour	Hrs	Total	Hrs	Total
Labor, PCB	8.57	2	17.14	2	17.14
Labor, Video	5.89	2	11.78	0	0.00
Overhead(M.C. +Labor*21%)			356.20	0.00	161.55
3DO Royalty	100.00	1	100.00	0.5	50.00
MTV Royalty	140.00	1	140.00	0.5	70.00
Grand Total			**2183.61**		**986.34**

Distributor Price (45% margin)	**3970.19**	**1793.34**
Distributor Price (40% margin)	**3639.34**	**1643.89**
Distributor Price (35% margin)	**3359.39**	**1517.44**

BEAVIS and BUTT-HEAD POLKA

ah one and ah two

			Upright		Kit
Item	Unit Cost	Qty	Total	Qty	Total
Game Electronics			**390.00**		**390.00**
POLKA BOARD	240.00	1	240.00	1	240.00
Audio w/ROM	150.00	1	150.00	1	150.00
EPROMS & ROMS			**227.50**		**227.50**
Motion Object 4 meg EPROM	9.75	16	156.00	16	156.00
PF 4 meg EPROM	9.75	6	58.50	6	58.50
Program 27010 EPROM	2.60	4	10.40	4	10.40
Alpha 27010	2.60	1	2.60	1	2.60
Electrical Sub-Assembly			**416.93**		**0.00**
Power Supply	40.92	1	40.92	0	0.00
Main Harness W/ Ferrite Bead	26.28	1	26.28	0	0.00
Pwr, Video, Display Harness	19.24	1	19.24	0	0.00
25" Color Monitor	318.00	1	318.00	0	0.00
Test Switch Bracket	3.12	1	3.12	0	0.00
on/off switch&power cord	9.37	1	9.37		0.00
Cabinet			**425.52**		**7.63**
Cabinet, & vendor kit - see detail	202.08	1	202.08	0	
Coin Mechs	53.89	1	53.89		
Side Panel Decals, incl in cabinet	2.94	1	2.94	1	2.94
Formed 3D Attract Piece	80.00	1	80.00		
Fluo and two attract Lights	35.00	1	35.00		
Speaker Panel	11.24	1	11.24		
Upper & lower retainers	7.25	1	7.25		
Display Shield	6.56	1	6.56		
Attract Shield	2.95	1	2.95		
Glass Retainer	4.00	1	4.00		
Black bezel	4.69	1	4.69	1	4.69
8"subwoofer&grill	14.92	1	14.92	0	0.00
Control Panel Assembly			**56.10**		**27.00**
Control Panel	14.10	1	14.10	0	0.00
Control Panel Decal	4.00	1	4.00	1	4.00
Control Harness	15.00	1	15.00	0	0.00
Control Panel Cover	7.13	0	0.00	0	0.00
Various Mounting Hardware	2.50	1	2.50	1	2.50
Joy Stick/Buttons	7.25	2	14.50	2	14.50
Buttons (snap action)	1.50	4	6.00	4	6.00
Other			**37.03**		**22.99**
Shipping container	25.04	1	25.04	0	0.00
Shipping Container	11.00	0	0.00	1	11.00
Manuals & Labels	6.00	1	6.00	1	6.00
Reserve for missing parts	5.99	1	5.99	1	5.99
hardware	10.00	1	10.00	0	0.00
Total Material Cost			**1553.08**		**675.12**

Labor and Overhead			**523.99**		**246.06**
	$/Hour	Hrs	Total	Hrs	Total
Labor, PCB	8.57	2	17.14	2	17.14
Labor, Video	5.89	2	11.78	0	0.00
Overhead(M.C. +Labor*21%)			355.07	0.00	158.92
MTV Royalty	140.00	1	140.00	0.5	70.00
Grand Total			**2077.07**		**921.18**

Distributor Price (45% margin)	**3776.49**	**1674.86**
Distributor Price (40% margin)	**3461.79**	**1535.29**
Distributor Price (35% margin)	**3195.49**	**1417.19**

12/14/93

BEAVIS & BUTTHEAD MARKETING ISSUES

The B&B license was pursued for a coin-op because it is one of the most appealing properties of 1993 amongst our core audience. The attitudes, phrases, and activities of these two misfits have touched the hearts and souls of both pre- and post-pubescent males.

In discussions with MTV, they have plans to further develop the popularity of this property into 1994 and beyond. New scripts (65 or more), a movie deal, their own video cartridge release, and additional merchandise licenses are in the works.

Based on a preview of the initiation packet, the following issues need to be addressed:

1. Game design/appeal - While the property will insure strong first coin draw, the game design will dictate longevity and product success. We need to evaluate the appeal of the action we present in this game. Since it is closer to a Simpsons or TMNT video format, can older (14+ age group?) relate to this type of action? We should get feedback from players throughout the development process on this issue.

2. Price point - In today's market, a $3295 gross distributor price is the peak for a standard upright game. With the 3DO hardware option, our costs exceed this peak and will definitely impact earnings expectations and sales volume. To be competitive, we need to work on reducing our costs.

3. Schedule - Optimum release of this product is AMOA 1994 (September 22-24) as this would tie-in well with the targeted MTV cart release and because every hot property has a limit on the window of opportunity. This also addresses a product gap we have in this timeframe for next year. However, with the current team staffing and the excessive amount of audio and animation support this project will require, this AMOA window is unlikely. We need to do an accurate schedule and then evaluate how we can effectively manage the development process to be as aggressive as possible on the completion date.

4. Graphic look - In previewing some of the earlier draft screens, there is some concern about the size/scale of the characters, as they appear too small. This scale makes the entire game look dated, as successful games today feature large characters.

5. Promotion/Merchandising opportunities - We have an excellent opportunity to do cross-merchandise and promotion programs with MTV and other licensees. Optimally, we should entice MTV to include the video game into one of their scripts to create hype on our product.

6. Parody guidelines - As the entire game design evolves around parodies of musicians and their songs, we need to set some legal guidelines on how far we can go with this.

Another concern here is player reaction to a parody treatment....we need to include this in our early (and frequent) player evaluation.